

FIG. 1

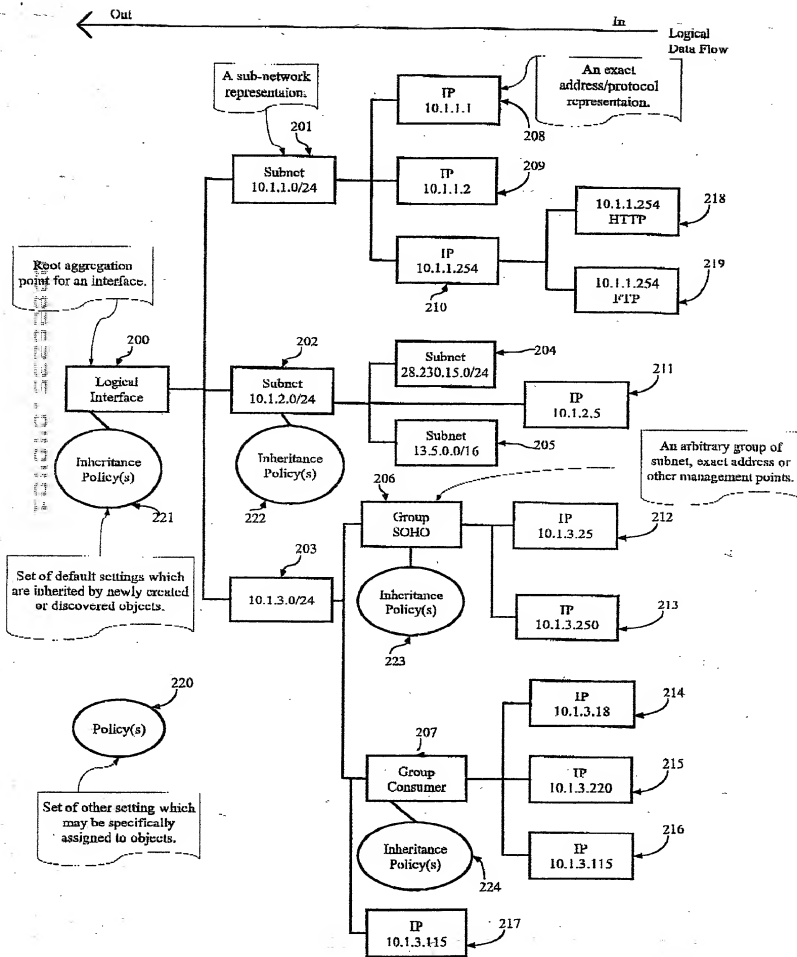


FIG. 2

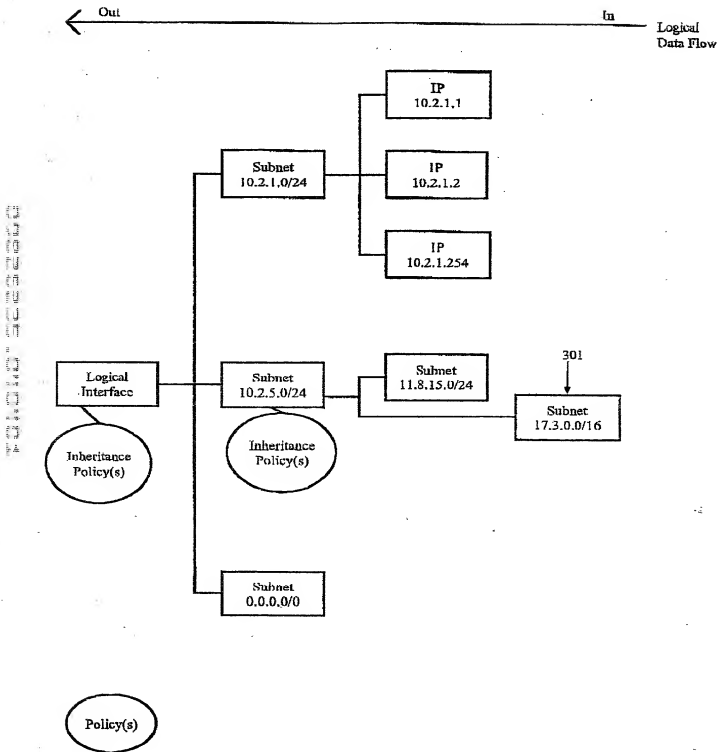


FIG. 3

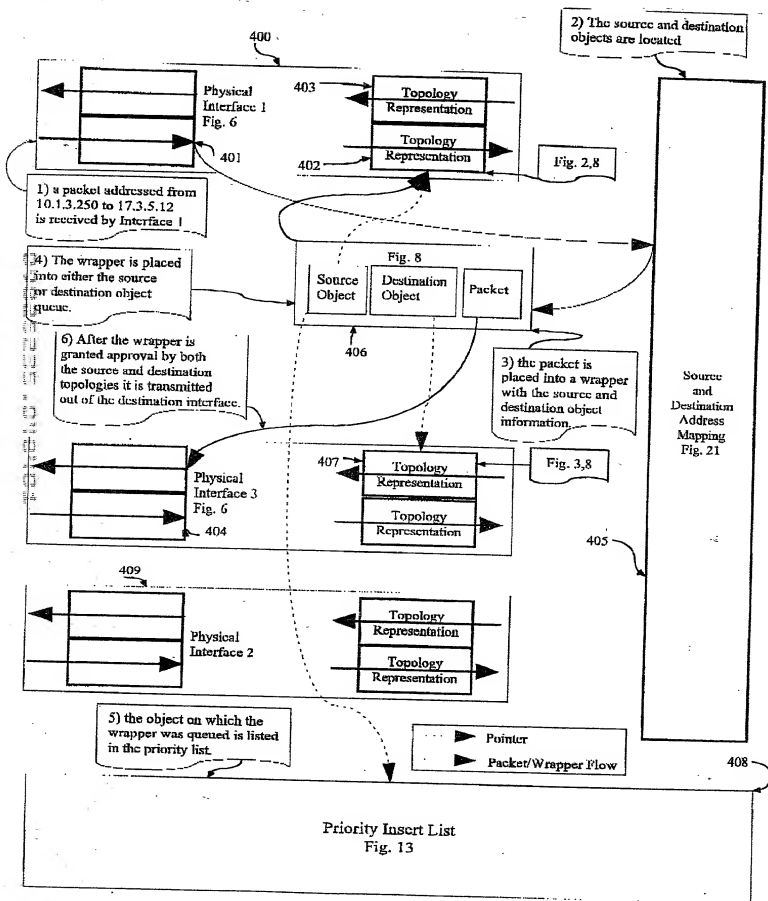


FIG. 4

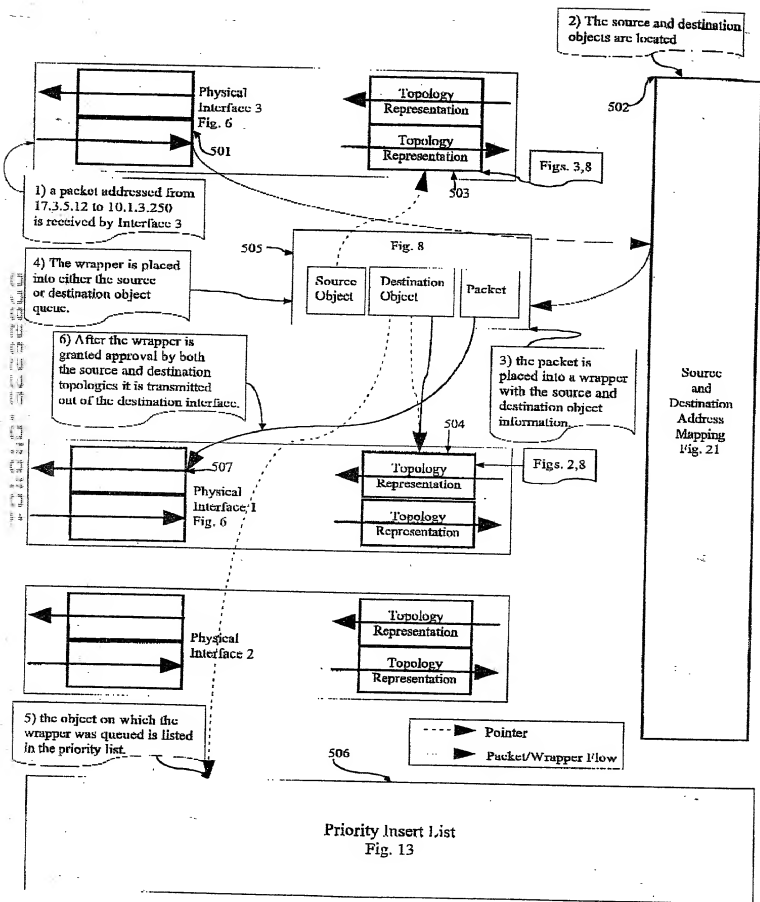


FIG. 5

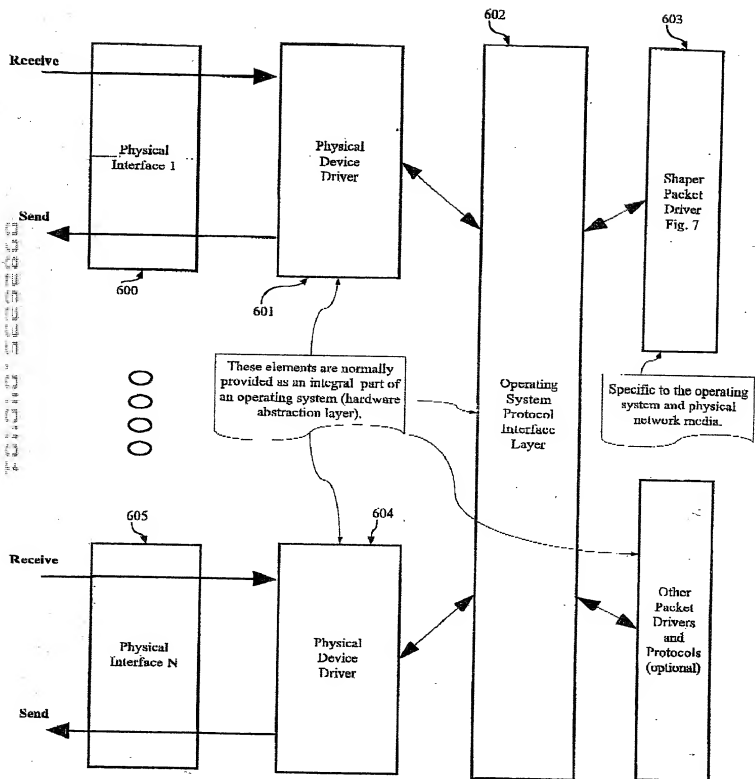


FIG. 6

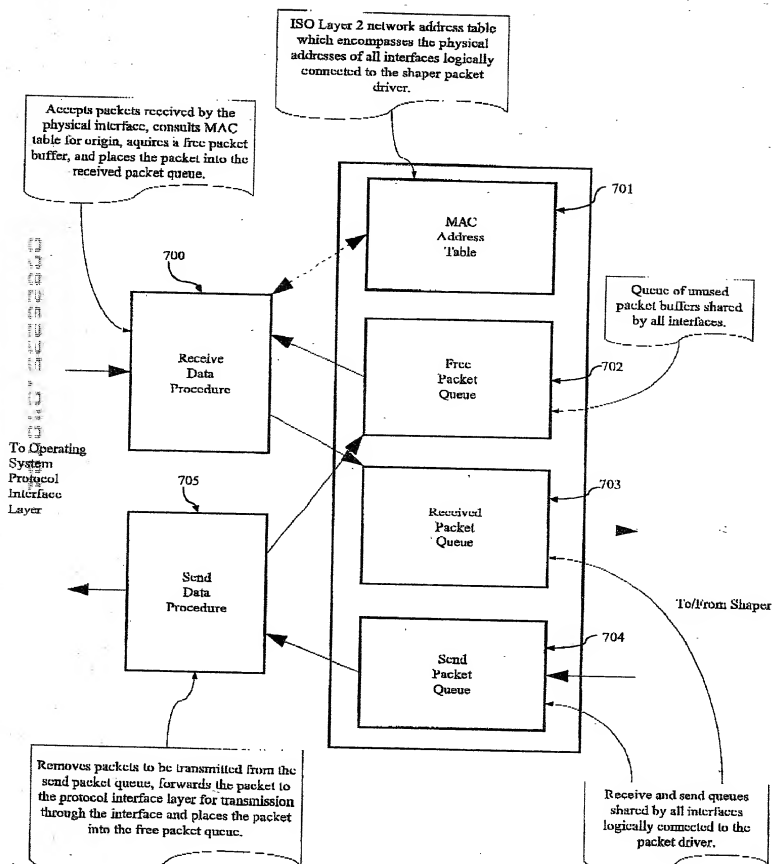


FIG. 7

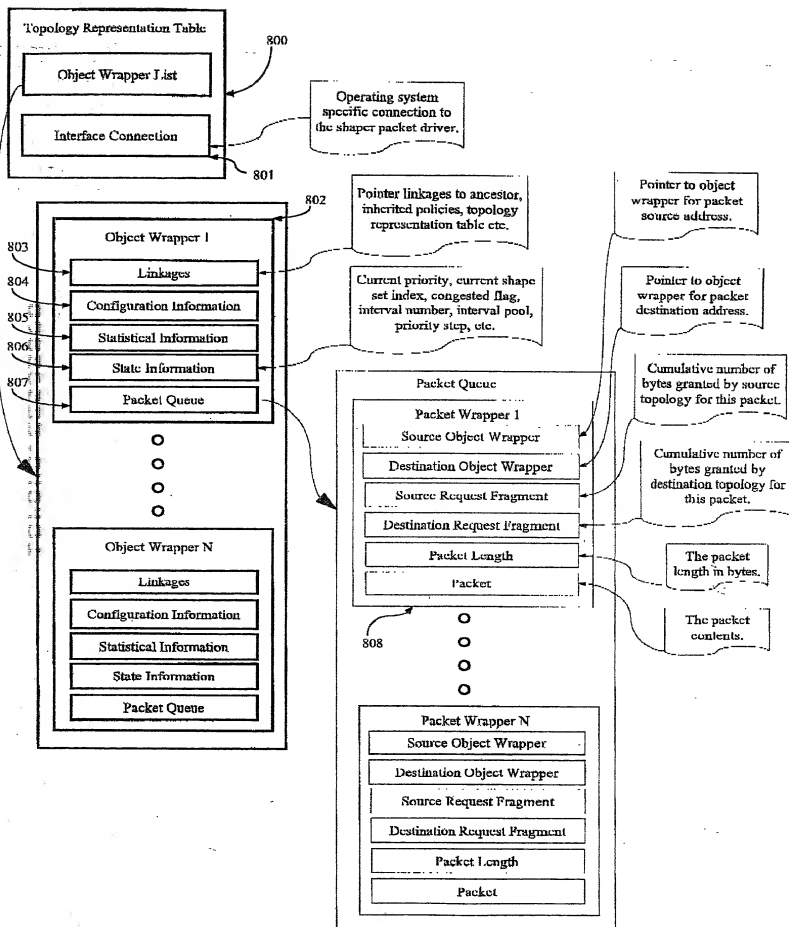


FIG. 8

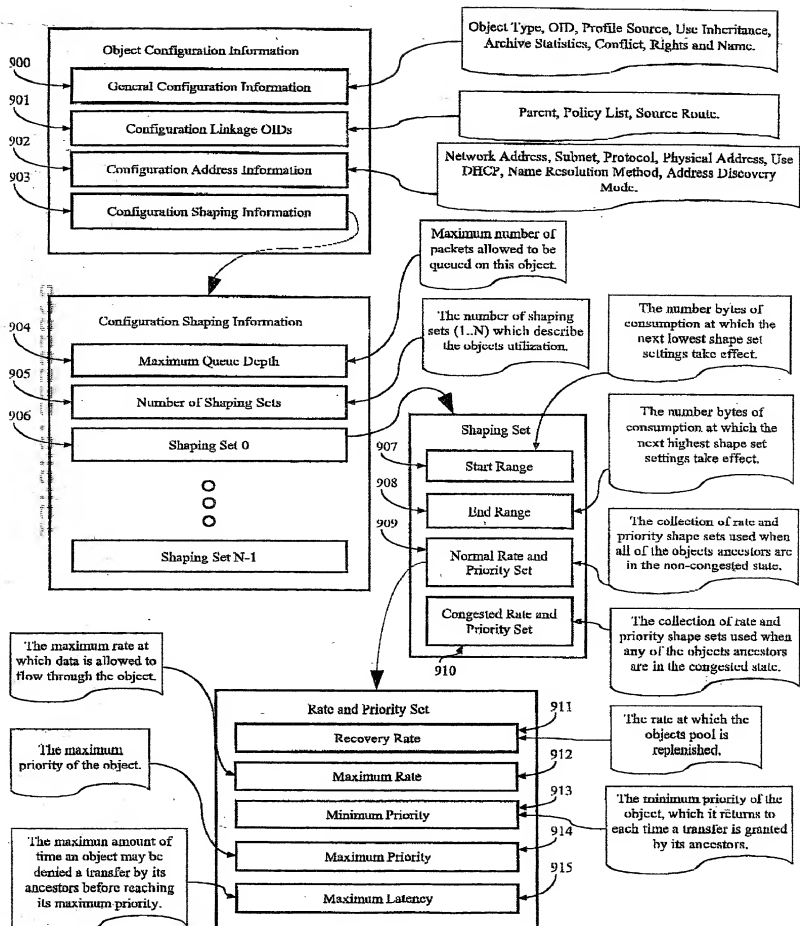


FIG. 9

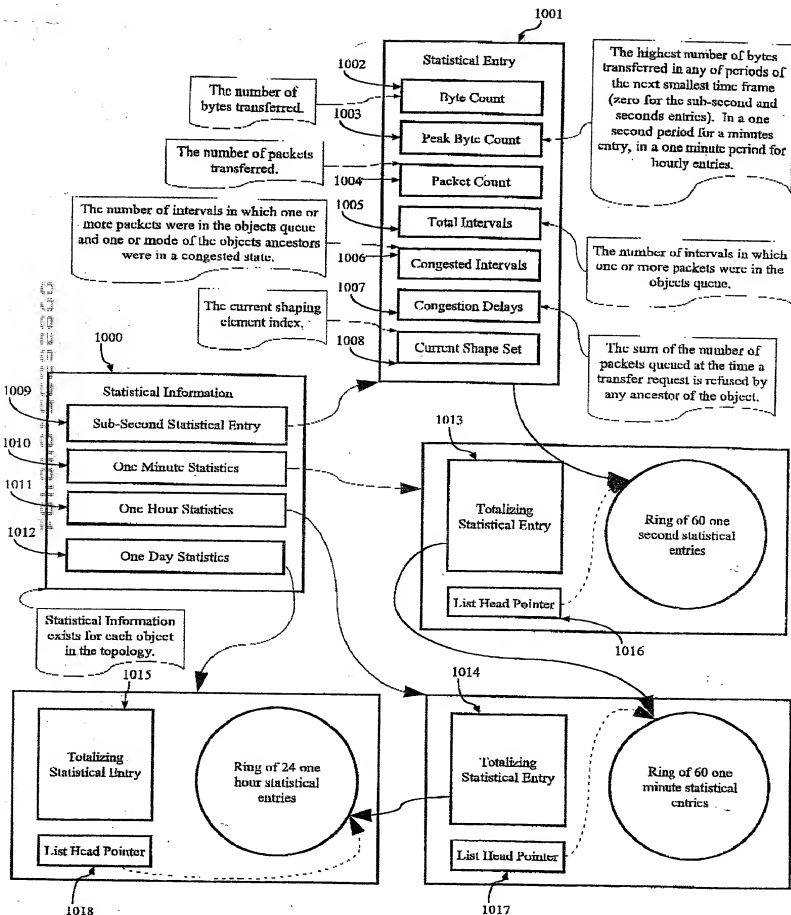


FIG. 10

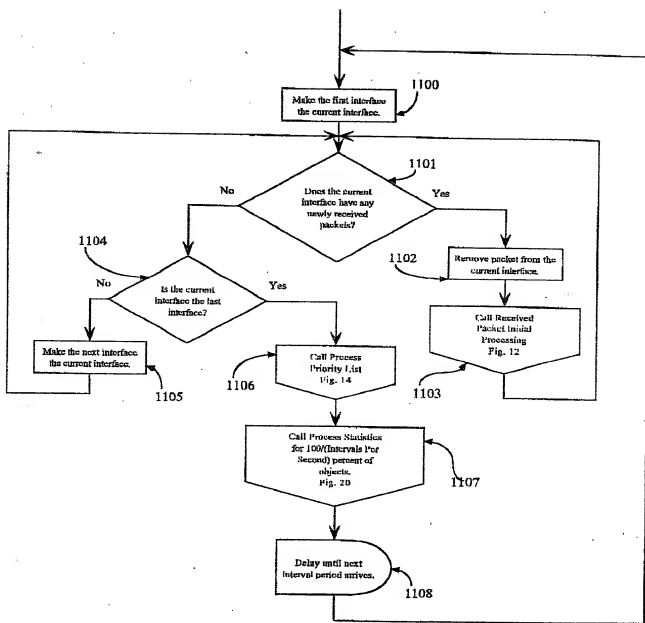


FIG. 11

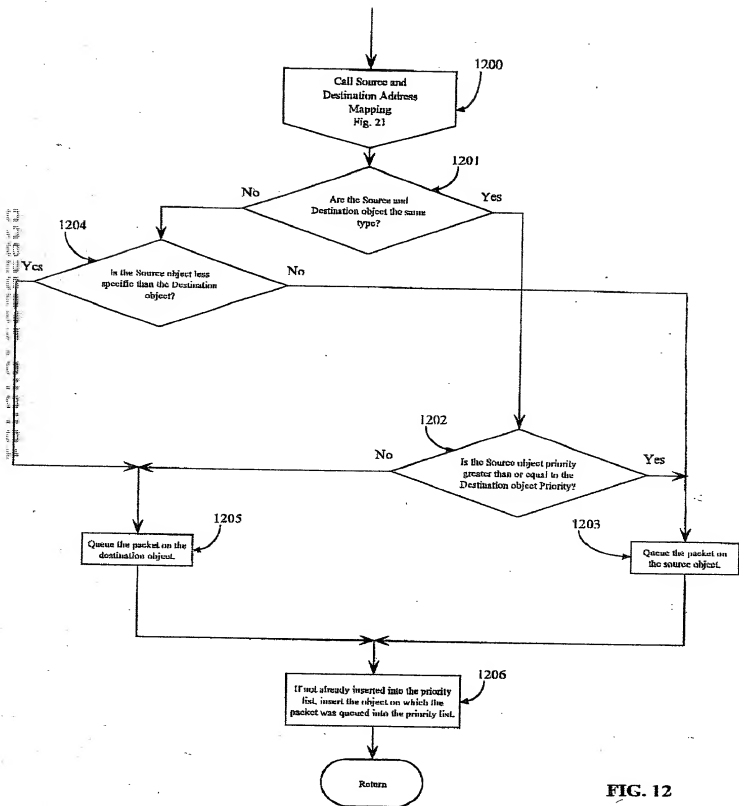


FIG. 12

2) All packets are received from the physical interface, placed into queues on the objects, and the objects are listed in Insert Priority List. The Priority Insert list now contain all of the objects which currently have packets queued.

3) The Priority Insert List Pointer and Priority Remove List Pointer are exchanged. The Priority Remove List now contains all of the objects which currently have packets queued and the Priority Insert list is empty.

4) Each packet queue of object in the Priority Remove list is processed. If any packets remain in the object queue, the object is placed into the Priority Insert list.

1) Objects that have new packets queued are inserted into the list this points to.

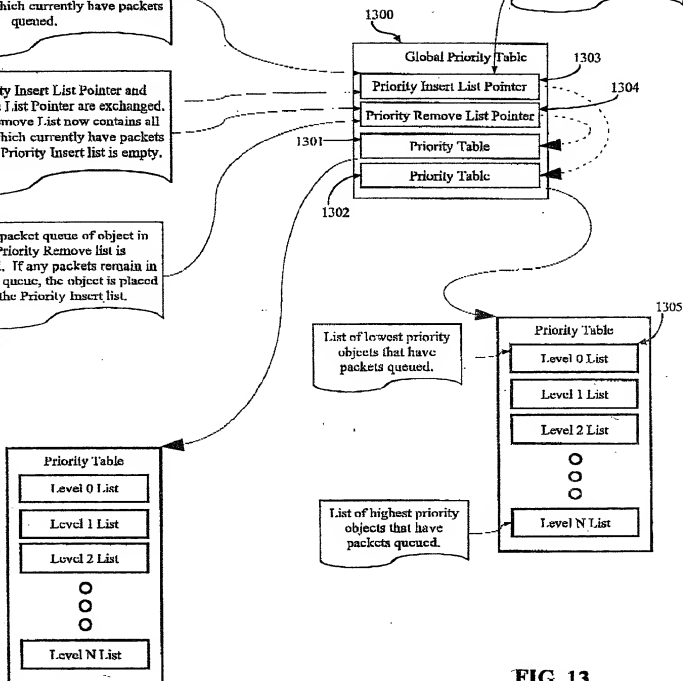


FIG. 13

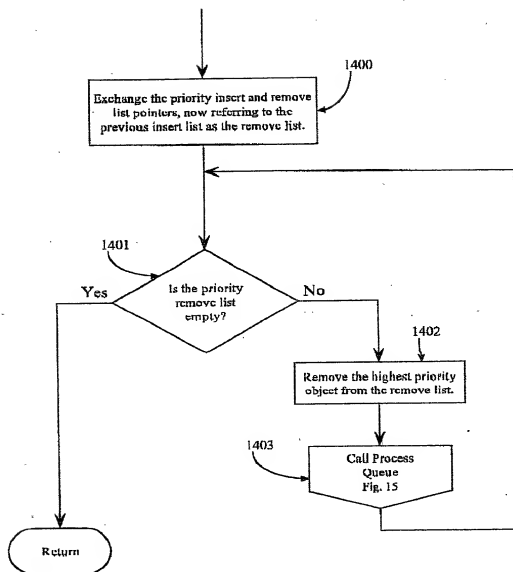


FIG. 14

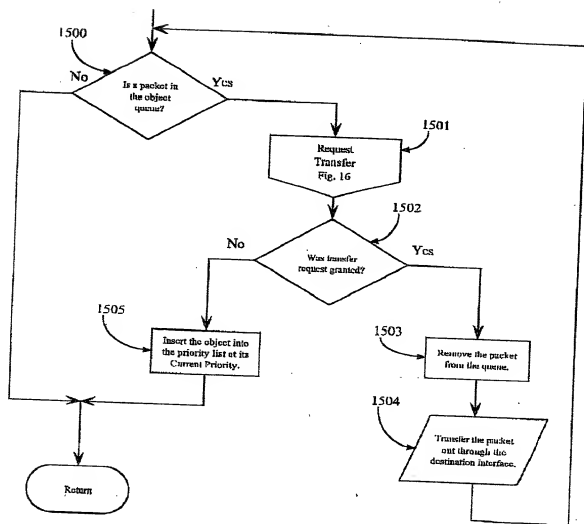


FIG. 15

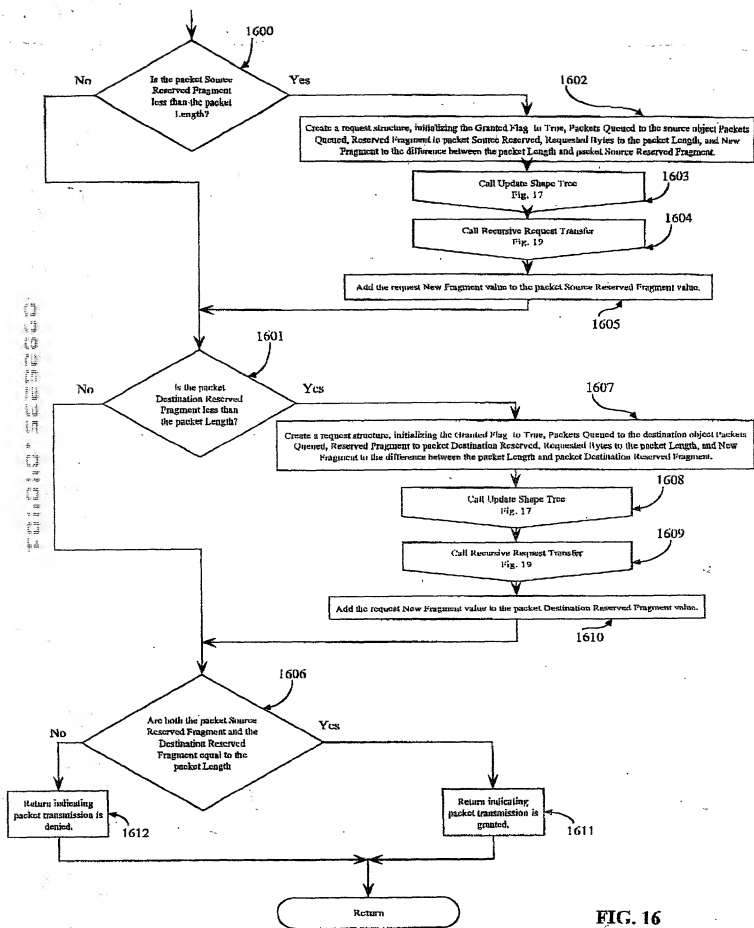


FIG. 16

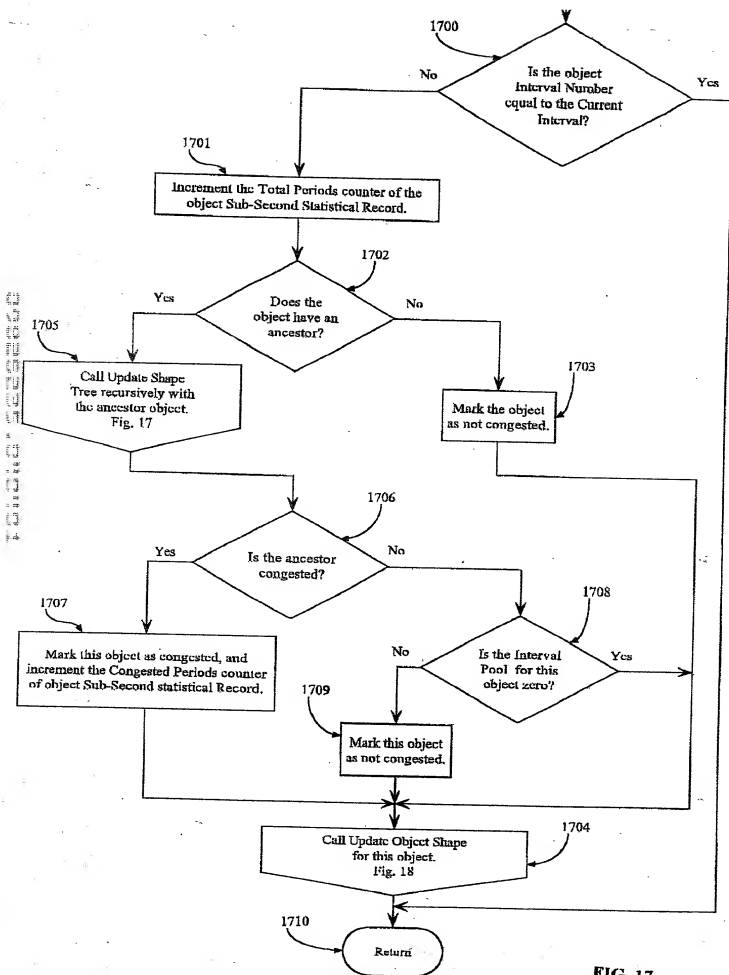


FIG. 17

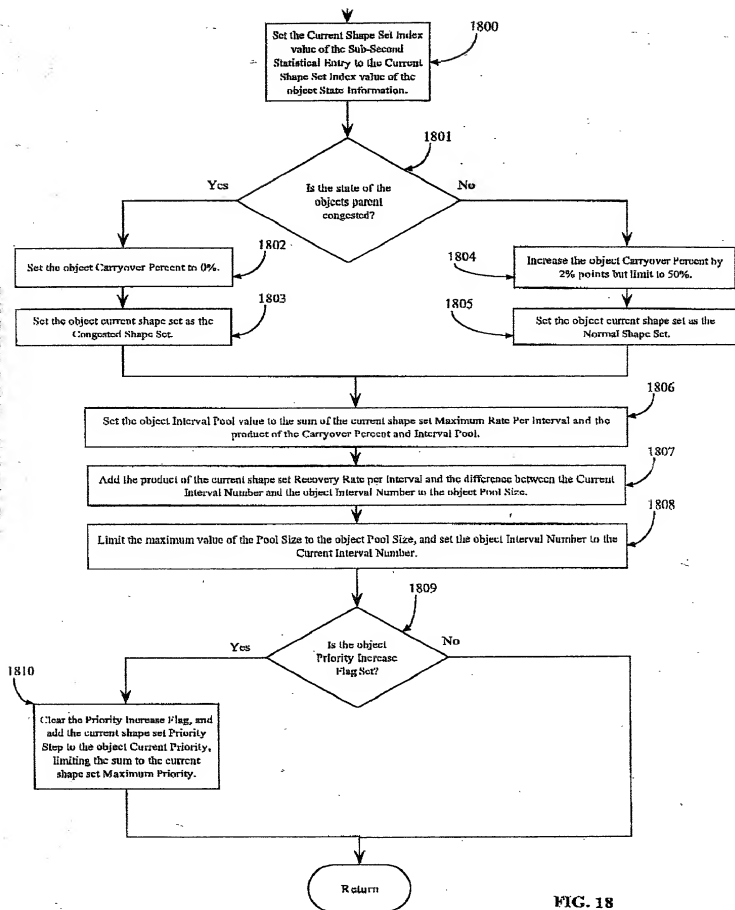


FIG. 18

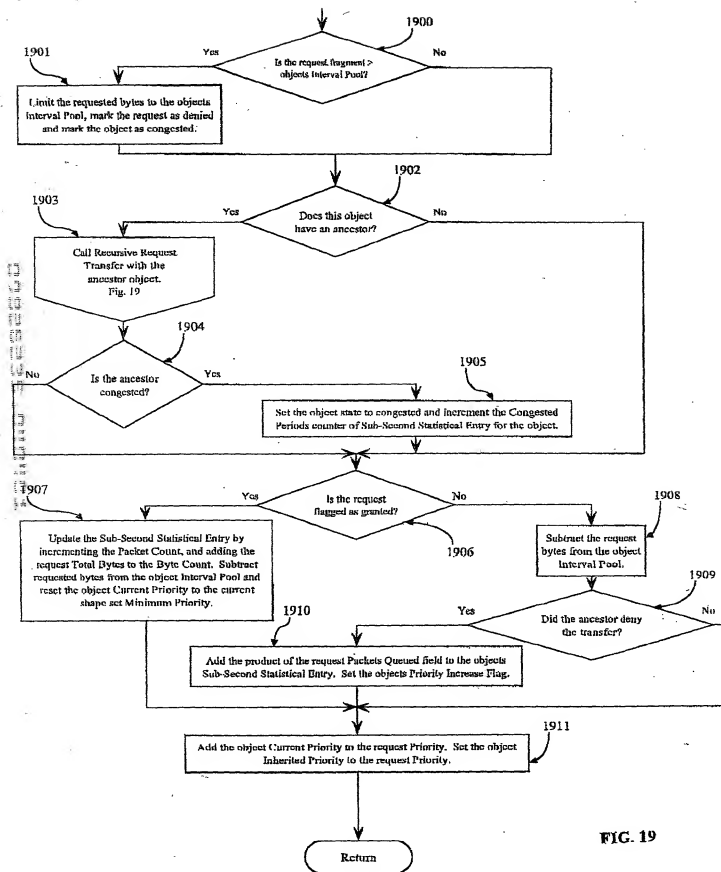


FIG. 19

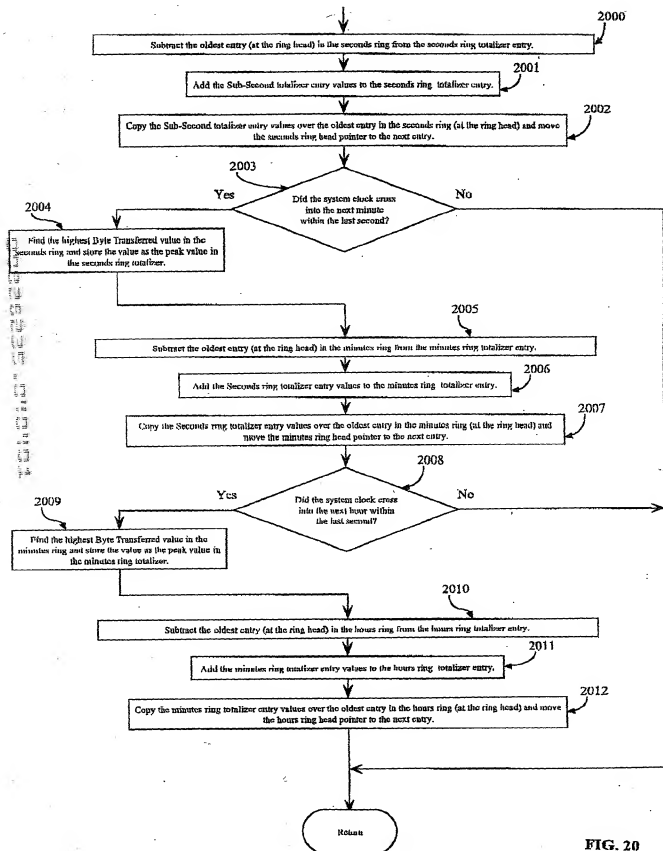


FIG. 20

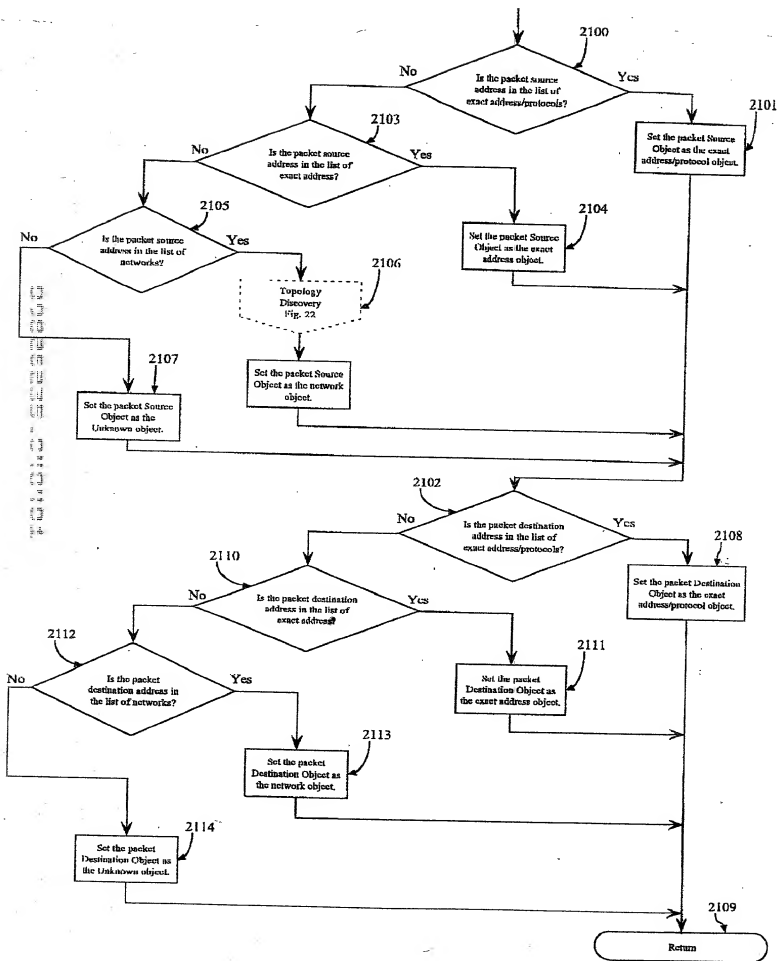


FIG. 21

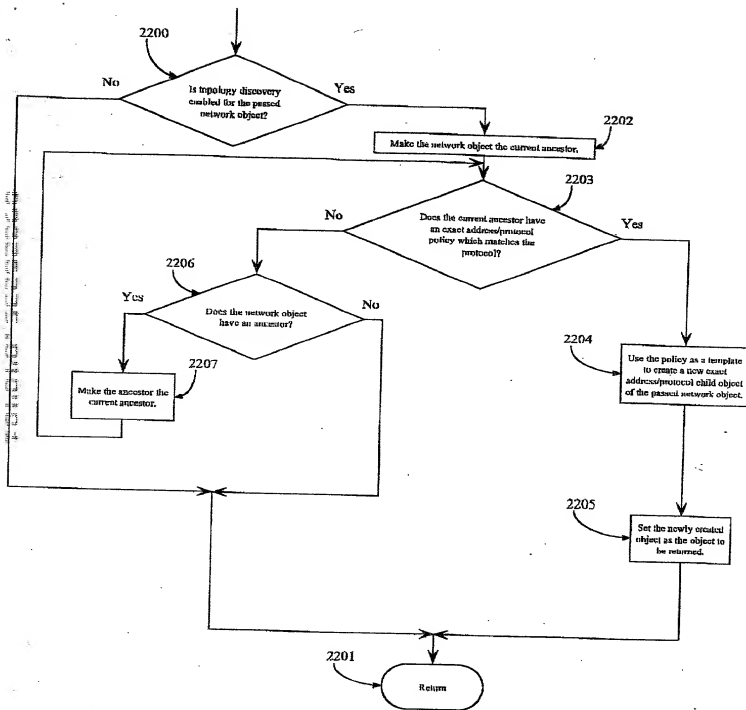


FIG. 22

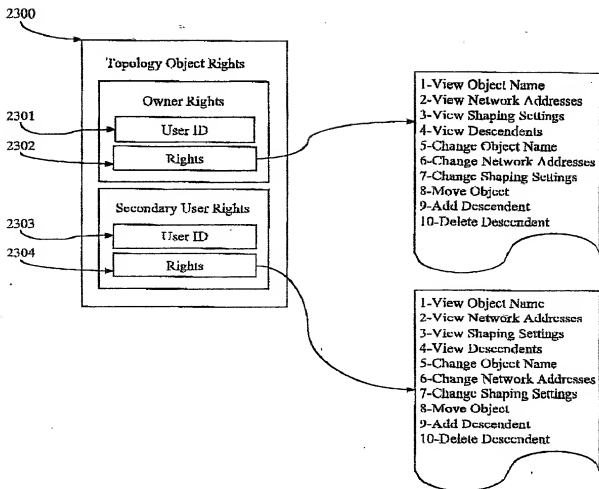


FIG. 23

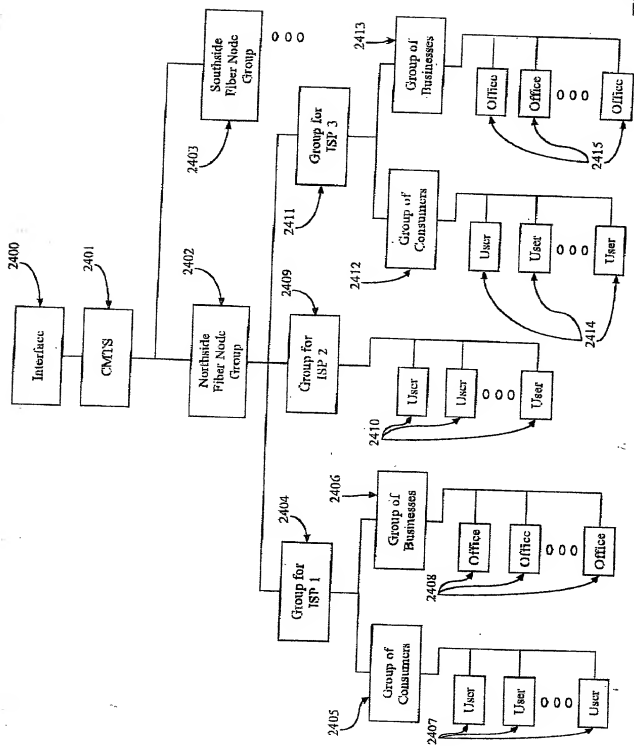


Fig. 24

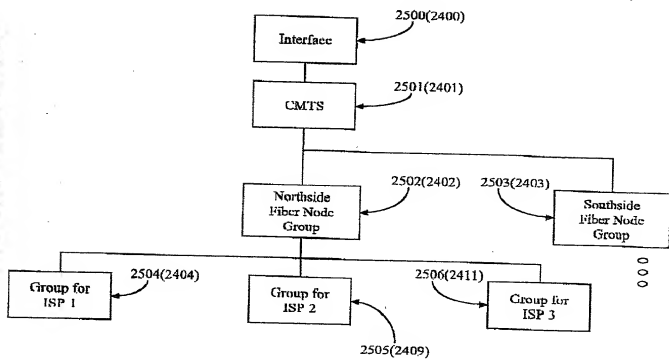


Fig. 25

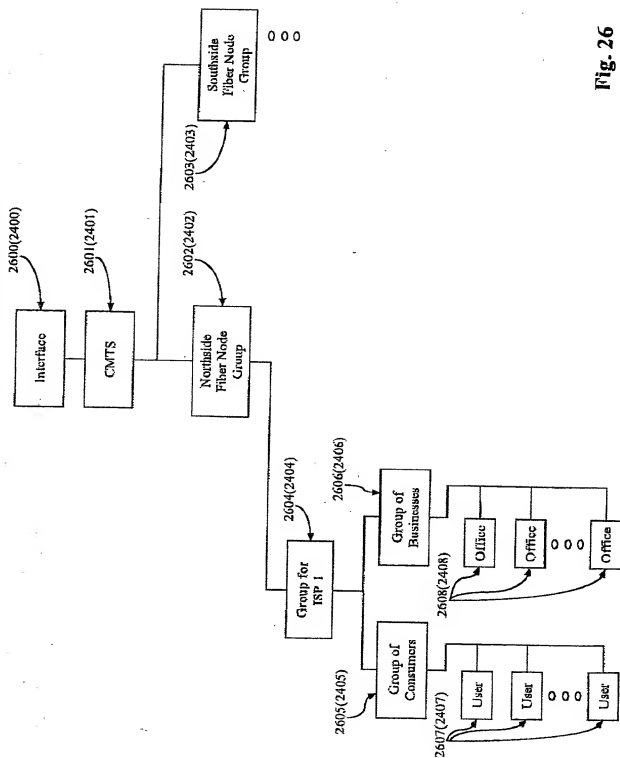


Fig. 26

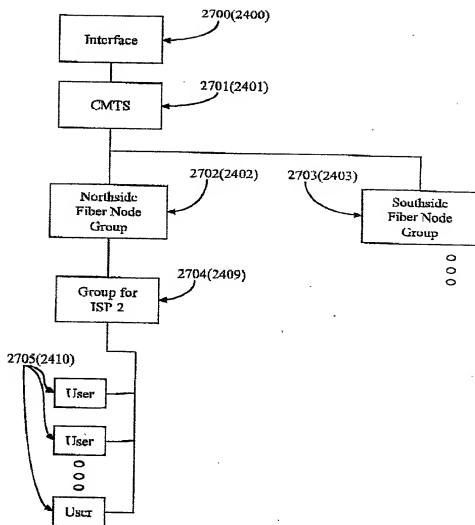


Fig. 27